

COMMODORE
64
SOFTWARE

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Age guide
5-11 year olds

JUNIOR MATHS EDUCATION CASSETTE

SPIRATES/SNOWMEN



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The two games on this cassette have been recorded in full colour and sound.
In case of damage each game has been recorded twice.

SSN 6420

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MADE IN ENGLAND

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SPIRATES/SNOWMEN

Instructions for use

SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your COMMODORE 64.

Before switching on, check that your Commodore Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your COMMODORE 64 and TV and turn up the volume. The screen will display the 'Ready' signal with a flashing cursor.

NOTE: It is always advisable to turn the COMMODORE 64 off and on again before loading a new program. This clears all the memory locations and minimises load errors.

HOW TO LOAD SPIRATES

- Load the cassette.
- Type: LOAD "SPIRATES",1,1 and press RETURN.
- Press the PLAY key on the cassette unit (the screen will go blank).
- When the program has been 'found', the screen will re-display.
- Press the Commodore logo key (the screen will again go blank).
- After approximately 5½ minutes the initial screen appears.

THE OBJECTIVE

SPIRATES is a competitive game for two children designed to enable them to practice multiplication. Each child has his own pirateship. He must sink his opponent's ship by giving correct answers to a series of questions.

HOW TO PLAY THE GAME

At the start of the game, you are asked if you wish to see instructions. If you do, press the 'y' key. To go straight into the game, press the 'n' key. Two ships are then shown on the high seas. A cloud floats across the top of the screen. It reveals two questions, first one for the player on the left and then the player on the right. To answer the question press the appropriate keys. This causes a shot to be fired at your opponent's ship. It is then his turn to answer a question. Each correctly answered question causes the range of shot to increase. If a question is answered incorrectly, the range of shot decreases. The time taken to answer a question also affects the range of shot. Therefore, the faster the answer, the farther the cannonball travels. The winner is the first player to sink his opponent's ship. You are then given the option of playing the game again. To do so, press the 'y' key. If you don't want to replay the game press the 'n' key.

HOW TO LOAD SNOWMEN

- Load the cassette.
- Type: LOAD and press RETURN.
- Press the PLAY key on the cassette unit (the screen will go blank).
- When the program has been 'found', the screen will re-display.
- Press the Commodore logo key (the screen will again go blank).
- After approximately 6 minutes loading is completed and the instructions for playing Snowmen are displayed.

THE OBJECTIVE

SNOWMEN is a competitive game for two people designed to test their knowledge of addition or multiplication. Every time a question is asked, the opponent's snowman grows until you give a correct answer. The different levels of difficulty enable a small child to compete against an adult — and win!

HOW TO PLAY THE GAME

At the start of the game, each player is asked how difficult the questions are to be. There are nine difficulty levels ranging from 1 through to 9. To select a level, press the key marked with the relevant number.

You are then asked if you want to answer questions on addition or multiplication. To answer questions on addition, press the '+' key. To answer multiplication questions, press the '*' key.

When both players have chosen a subject and selected a difficulty level, the game begins. The first player's questions appear at the bottom right of the screen, the questions for the second player at the bottom left. When the question is displayed, the player answers by pressing the relevant keys. If an incorrect answer is given, the question is re-submitted. During the time taken to give a correct answer, the opposing first player's snowman continues to grow. If you begin inserting the wrong answer, use the INST/DEL key to remove the number and then insert the correct answer. You may find you lose less time by completing the answer and typing again.

The winner is the first player to complete his snowman. You are then given the option of playing the game again. To do so, press the 'Y' key. If you don't want to replay the game press the 'N' key.